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**STRATEGY FOR REFERENCING CODE RESOURCES**

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1      **TECHNICAL FIELD**

2      This subject matter relates to a strategy for linking modules of code together, and, in  
3      a more particular implementation, to a strategy for linking modules of code together in a  
4      virtual machine environment.

5

6      **BACKGROUND**

7      A virtual machine (VM) environment executes programs in a manner which is  
8      generally independent of the underlying complexities in the platform used to implement the  
9      execution. Microsoft Corporation's .NET Framework (provided by Microsoft Corporation  
10     of Redmond, Washington) provides a virtual machine environment with its Common  
11     Language Runtime (CLR) functionality. Sun's Java (provided by Sun Microsystems, Inc. of  
12     Santa Clara, California) provides another well known virtual machine environment.

13     Fig. 1 shows an overview of the operation of an exemplary architecture 100  
14     employed by the .NET Framework in generating and executing code. The architecture  
15     100 enables a series of actions 102 used to generate intermediate language (IL) code, and  
16     another series of actions 104 for executing that intermediate language code in a specific  
17     computing platform.

18     To begin with, source code 106 (such as program "Application.cs") is fed to a  
19     compiler 108. The source code can be written in a variety of languages that target the  
20     .NET Framework, such as C#, Visual Basic.NET, JScript.NET, C++ with Managed  
21     Extensions, and so on. The architecture 100 can use different kinds of compilers  
22     depending on the language used to create the source code 106. For instance, Fig. 1 shows  
23     the exemplary use of a C# compiler 108 to transform a source program written in C#.

24     The compiler 108 produces the intermediate language (IL) code and metadata  
25     110. This IL is expressed in a common coding framework regardless of the language that

1       was used to create the original source code 106. Metadata provides descriptive  
2       information regarding the IL. In general, the common coding framework provided by the  
3       IL and the metadata 110 are specifically tailored to make use of the common resources of  
4       the .NET Framework environment, and, in particular, to make use of the CLR. Code that  
5       is built to utilize the CLR is referred to as “managed code.”

6       A key resource provided by the CLR is its use of a common set of programming  
7       types via a Common Type System (CTS). Generally, a type pertains to rules used to  
8       interpret information in the source code. CTS specifies a variety of types, including  
9       classes, interfaces, arrays, delegates, etc. A class refers to a collection that can include  
10      methods, properties, and events. An interface also refers to a collection that can include  
11      methods, properties, and events; interfaces differ from classes in that they specify  
12      software contracts, without implementation. An array refers to a collection of values  
13      having the same type. A delegate refers to a link to a method. The above-mentioned  
14      metadata generated by the compiler 108 provides descriptive information pertaining to  
15      these types, such as the name of the type, the visibility of the type (e.g., “public” or  
16      “assembly”), the identity of any interfaces which the type references, the identity of any  
17      methods implemented by the types, and so on. Additional information regarding the  
18      basics of the .NET Framework can be found in a number of introductory texts, such as  
19      Pratt, *Introducing Microsoft .NET*, Third Edition, Microsoft Press, 2003.

20      In the execution phase 104, the architecture 100 uses a CLR loader and a just-in-  
21      time (JIT) compiler (i.e., the “loader/JIT” component) 112 to transform the IL and  
22      metadata 110 into the native code 114 specific to a particular execution platform. More  
23      specifically, the loader/JIT component 112 produces the actual machine code that will  
24      run on an execution platform (e.g., a specific computing machine). The compilation  
25

1 process provided by the loader/JIT component 112 is referred to as “just-in-time” because  
2 the compilation generally takes place just prior to the execution of the code.

3 The use of a common programming framework provided by the .NET  
4 environment (or related environments) enables diverse systems to interact with each other  
5 by sharing modules of code between themselves, and is therefore particularly  
6 advantageous in a wide-area network environment, such as the Internet. However, this  
7 modular approach can also introduce various technical challenges.

8 Consider, for example, the scenario shown in Fig. 2. This figure shows an  
9 exemplary interaction between a supplier 202 of software products and a customer 204  
10 (i.e., the recipient of such software products). In event 206, the supplier ships a software  
11 module referred to as LibraryOld.dll 208 to the customer. The suffix “dll” represents  
12 “dynamic linked library.” A dll typically contains a collection of data and/or executable  
13 functions that can be utilized by another program in performing specified tasks. For  
14 instance, Fig. 2 shows that the LibraryOld.dll 208 contains the definition of at least one  
15 class identified as “Aa.Bb.Cc.” As noted above, in the .NET environment, a class  
16 includes a collection of fields, methods, events, and properties. The prefix “Aa.Bb”  
17 identifies the namespace of this class. A namespace is a logical naming scheme for  
18 grouping related types. The .NET Framework uses a hierarchical naming scheme for  
19 grouping types into logical categories of related functionality.

20 In event 210, the customer who receives the LibraryOld.dll 208 builds a program  
21 Apnl.exe 212 that utilizes the resources of the LibraryOld.dll 208. For instance,  
22 LibraryOld.dll 208 might provide a collection of data and resources that allow a customer  
23 to interact with a payroll system of a company. The Apnl.exe program 212 might  
24 provide a general shell for handling various administrative tasks within the company that  
25 uses LibraryOld.dll 308 as a component part thereof. Fig. 2 specifically shows that the

1 Appln.exe program 212 contains a reference 214 (e.g., a TypeRef reference) to the class  
2 Aa.Bb.Ca in LibraryOld.dll 208. This reference can be specified in the metadata  
3 produced by the compiler 108 shown in Fig. 1

4 In event 216, the supplier may modify LibraryOld.dll 208 to produce a new code  
5 module, LibraryNew.dll 218. For instance, in one case, the software module  
6 LibraryOld.dll 208 may have grown very large over successive updates, and the supplier  
7 now wishes to cull a certain collection of resources (e.g., type definitions) from the  
8 LibraryOld.dll 208 and store them in the new software module LibraryNew.dll 218.  
9 Suppose, in this example, that the supplier specifically moves the class Aa.Bb.Cc from  
10 LibraryOld.dll 208 to LibraryNew.dll 218, and then ships LibraryNew.dll 218 to the  
11 customer.

12 Event 220 illustrates the consequences of shipping LibraryNew.dll 218 to the  
13 customer. Namely, Appln.exe 212 still references LibraryOld.dll 208. Therefore,  
14 Appln.exe 212 will continue to interact with the resources provided by LibraryOld.dll  
15 208, essentially ignoring any upgrade provided in LibraryNew.dll 218. The customer  
16 thereby foregoes any performance improvement provided by LibraryNew.dll 218.

17 To fix this problem, the customer is forced to modify the Appln.exe program 212  
18 to ensure that it properly references LibraryNew.dll 212. This can entail a significant  
19 amount of effort, particularly in those cases involving corporations, government  
20 departments, or similar environments. These environments potentially have thousands of  
21 users, spread across many sites. The modify and rebuild operation in these environments  
22 can be time-consuming, disruptive to the environments, and may potentially introduce  
23 errors if not performed properly.

24  
25

1           Accordingly, there is an exemplary need in the art to rectify conflicts that may  
2 arise when code resources are updated, and to address related problems that arise in  
3 analogous environments.

4

5 **SUMMARY**

6           According to one exemplary implementation, a method is described for revising  
7 code. The method includes: (a) providing a first code module containing a resource; (b)  
8 transferring the resource from the first code module to a second code module; (c)  
9 providing forwarding information in a new version of the first code module that points to  
10 the second code module; and (d) accessing the resource in the second code module via  
11 the forwarding information in the first code module.

12           According to another exemplary implementation, an apparatus is described for  
13 compiling code. The apparatus includes a language compiler configured to accept at least  
14 a first code module and a second code module, wherein the first code module includes  
15 forwarding information that points to a resource in the second code module. The  
16 language compiler includes logic configured to generate metadata that expresses a link  
17 between the first code module and the second code module based on the forwarding  
18 information in the first code module.

19

20 **BRIEF DESCRIPTION OF THE DRAWINGS**

21           Fig. 1 shows an exemplary architecture that describes the operation of certain  
22 aspects of the .NET Framework.

23           Fig. 2 illustrates a scenario in which a code module is added, causing problems  
24 for other code modules that are supposed to interact with the added code module.

1       Fig. 3 shows an exemplary architecture that employs resource forwarding to  
2 address the problem illustrated in Fig. 2.

3       Fig. 4 shows a scenario in which resource forwarding is applied to resolve the  
4 problem illustrated in Fig. 2.

5       Figs. 5-9 respectively show four exemplary scenarios in which resource  
6 forwarding can be employed.

7       Fig. 10 shows a process used to implement the resource forwarding architecture  
8 shown in Fig. 3.

9       Fig. 11 shows an exemplary computing environment for implementing aspects of  
10 the architecture shown in Fig. 3.

11       The same numbers are used throughout the disclosure and figures to reference like  
12 components and features. Series 100 numbers refer to features originally found in Fig. 1,  
13 series 200 numbers refer to features originally found in Fig. 2, series 300 numbers refer  
14 to features originally found in Fig. 3, and so on.

15

## 16       **DETAILED DESCRIPTION**

17       To facilitate explanation, the resource forwarding strategy described herein will  
18 be explained primarily in the context of the virtual machine environment illustrated in  
19 Fig. 1, and, more specifically, Microsoft's .NET environment. However, the strategy is  
20 not restricted to this environment. It can be generally used in any environment that  
21 involves one code module referencing another, including stand-alone computer  
22 environments, network environments, and so forth. Further, the resource forwarding can  
23 be used to provide links to other code resources besides types specified by the .NET's  
24 Common Type System (CTS).

1        This disclosure includes the following sections. Section A describes an  
2 exemplary system that provides a resource forwarding strategy to properly link code  
3 modules. Section B describes exemplary applications of the operations described in  
4 Section A. Section C describes an exemplary procedure for carrying out the operations  
5 described in Section A. And Section D describes an exemplary computer environment  
6 for implementing the resource forwarding strategy.

7

## 8        **A. Exemplary System Employing Resource Forwarding**

9        *Overview of System*

10      Fig. 3 shows an exemplary architecture 300 for building supplier code that  
11 implements resource forwarding. This architecture 300 is generally based on the virtual  
12 machine architecture 100 shown in Fig. 1, and, in particular, Microsoft's .NET  
13 Framework. To repeat, this architecture 300 involves a series of actions 302 for  
14 generating intermediate code and metadata, and another series of actions 304 for  
15 executing this intermediate code and metadata at runtime. In operation, source code 306  
16 (such as C#, C++ with Managed Extensions, Visual Basic.NET, etc.) is fed to a compiler  
17 308 to produce intermediate language (IL) and metadata 310. This IL and metadata 310  
18 references a number of resources expressed in the Common Type System (CTS). At  
19 runtime, the CLR loader and just-in-time (JIT) compiler (i.e., the "loader/JIT"  
20 component) 312 converts the IL and metadata 310 into native code 314. The native code  
21 314 is in a form that is tailored for execution on a specific machine/software platform.

22      In the following discussion, code modules will also be referred to as "assemblies."  
23 An assembly refers to a collection of one or more files that are versioned and deployed as  
24 a unit. An assembly is the primary building block of a .NET Framework application. All  
25 resources contained within an assembly are marked either as accessible only within the

1 assembly or as accessible from code in other assemblies. In the above discussion, the  
2 source code 306 input into the compiler 308 can be implemented as an assembly derived  
3 from one or more source code files.

4 The architecture 300 shown in Fig. 3, unlike the architecture 100 show in Fig. 1,  
5 makes use of resource forwarding. Generally, resource forwarding involves providing a  
6 reference from one code module to another code module. For example, suppose that a  
7 program Appln.exe utilizes a code resource, namely a class Aa.Bb.Cc that was previously  
8 provided in a LibraryOld.dll assembly (comprising one or more related files). In the case  
9 that the LibraryOld.dll assembly no longer contains this class, resource forwarding can  
10 provide a pointer (e.g., “forwarder”) in the LibraryOld.dll assembly to point to the  
11 location that does actually store the class Aa.Bb.Cc. This forwarder thus serves to  
12 redirect Appln.exe from the LibraryOld.dll assembly to another assembly, such as a  
13 LibraryNew.dll assembly.

14 *The ForwardTypeAttribute*

15 Fig. 3 shows the application of the resource forwarding strategy to the  
16 architecture 300 by first indicating that the source code 306 includes forwarding  
17 instructions 316 that affect the forwarding operation. For instance, suppose that the  
18 original code for LibraryOld.dll contained the following conventional instructions.

```
19 // File: LibraryOld.cs
20
21 // Version: 1.0
22
23 namespace Aa.Bb {
24
25     public class Cc {
26
27         // definition of fields, methods, properties, events, etc.
28
29     }
30
31 }
```

1 This assembly identifies a CTS-conformant class “Cc” having a namespace “Aa.Bb.”  
2 This assembly also specifies the definition of the class. The class may include a  
3 collection of one or more fields, one or more methods, one or more properties, one or  
4 more events, etc. (The suffix extension “cs” indicates that this assembly file is written in  
5 C#; however, other .NET-compatible languages can be used, such as C++ with Managed  
6 Extensions. Visual Basic.NET, and so on.).

7 The architecture 300 modifies the above conventional assembly file in the  
8 following manner to incorporate resource forwarding:

```
9 // File: LibraryOld.cs  
10  
11 // Version: 2.0  
12  
13 [assembly:ForwardTypeAttribute(OldName = "Aa.Bb.Cc",  
14  
15 // Remove the definition of class Cc entirely  
16  
17 This assembly file inserts a “ForwardTypeAttribute” attribute (which constitutes the  
18 forwarding information 316 shown in Fig. 3). Attributes generally control various  
19 aspects of the behavior of the code when it is executed. In the instant case, the  
20 ForwardTypeAttribute attribute includes parameters “OldName,” “NewName,” and  
21 “NewAssembly.” The parameter “OldName” refers to the previous name assigned to the  
22 referenced type, in this case “Aa.Bb.Cc.” The parameter “NewName” refers to a new  
23 name that may be assigned to the referenced type, such as “Ee.Ff.Gg.Hh.” The parameter  
24 “NewAssembly” refers to the assembly where the referenced type is now located. In  
25 general, the NewAssembly parameter can accept a full assembly display name (e.g.,
```

1       “LibraryNew, Version=2.0.0.0, Culture=neutral, PublicKeyToken=b03f5f7f11d50a3a”).

2       Finally, in the above-listed source file, note that the definition of class Cc has been  
3       removed from LibraryOld.cs; this is because its contents are now to be found in  
4       LibraryNew.cs. The above syntax is merely exemplary; other formats can be used to  
5       convey the same instructions.

6       By virtue of the above-described parameters, the `ForwardTypeAttribute` attribute  
7       can redirect the Appln.exe program from the LibraryOld.dll assembly to the  
8       LibraryNew.dll assembly in order to provide the class resource Aa.Bb.Cc. In addition,  
9       this attribute can rename the class resource Aa.Bb.Cc, such as, in the example above, to  
10       “Ee.Ff.Gg.Hh.” In this case, both the name of the class (i.e., Cc) has been changed, as  
11       well as its namespace (i.e., Aa.Bb). If the “`NewName`” attribute is not specified, then the  
12       architecture 300 will not rename the resource. If the “`NewAssembly`” resource is  
13       omitted, then the architecture 300 will simply rename the referenced class (without  
14       looking to another assembly).

15       To cope with common usage patterns, constructors can be defined for the  
16       `ForwardTypeAttribute` attribute, accepting `OldName` and `NewAssembly` as arguments.  
17       An object constructor specifies rules for creating objects, such as rules for specifying  
18       initial parameters within objects.

19       For completeness, an exemplary source file used to build the LibraryNew.dll  
20       assembly is as follows:

```
21       // File: LibraryNew.cs  
22       // Version: 2.0  
23       namespace Ee.Ff.Gg {  
24            public class Hh {
```

```
1           // definition of fields, methods, properties, events,  
2           etc.  
3       }  
4   }
```

5 In the case of renaming, this file specifies the referenced class type as Ee.Ff.Gg.Hh  
6 (which was renamed from its original namespace/name of Aa.Bb.Cc). This file also  
7 includes the definition of the referenced class, which may include various fields,  
8 methods, properties, events, etc.

9 Continuing with the flow of operations illustrated in Fig. 3, the compiler 308 can  
10 include logic 318 specifically dedicated to processing the forwarding information 316  
11 within the source code 306 (e.g., as specified by the `ForwardTypeAttribute` attributes  
12 within the source code). In one example, the `ForwardTypeAttribute` attribute invokes a  
13 procedure used to produce metadata that specifies the proper linking between assemblies.  
14 The `ForwardTypeAttribute` attribute is defined in the following exemplary code:

```
15  
16 namespace System.Runtime.CompilerServices {  
17     using System;  
18     [Serializable, AttributeUsage(AttributeTargets.Assembly,  
19     AllowMultiple=true, Inherited = false)]  
20     sealed public class ForwardTypeAttribute : Attribute {  
21         private string _oldName;  
22         private string _newName;  
23         private string _newAssembly;  
24         public ForwardTypeAttribute(string oldName, string  
25             newAssembly) {
```

```
1           _oldName = oldName;
2
3           _newAssembly = newAssembly;
4
5           }
6
7           public ForwardTypeAttribute() {}
8
9           public string OldName { get { return _oldName; } }
10
11          public string NewAssembly { get { return _newAssembly; } }
12
13          }
14
15      }
```

9 In the above code, the OldName property holds the full name of the type being  
10 forwarded, including its namespace. The NewAssembly property holds the display-name  
11 of the assembly where the type is being forwarded to (for example: “ConMan,  
12 Version=7.0.5000.0, Culture=neutral, PublicKeyToken=b03f5f7f11d50a3a”). The  
13 NewName property holds the new full name for the type that is forwarded, including its  
14 new namespace.

15 *Metadata Containing Forwarding Information*

16 Application of the logic 318 to the ForwardTypeAttribute attributes in the source  
17 code 306 produces metadata that contains the appropriate linking information between  
18 assemblies. More specifically, the logic 318 of the compiler 308 produces a series of  
19 metadata tables that provide information that affects the necessary linking between  
20 assemblies. For instance, the compiler 308 produces an entry in an ExportedType table  
21 as specified in the following:

```
22
23
24
25
```

**Table 1: ExportedType Table (0x27) in LibraryOld.dll**

Column	Meaning	Value
Flags	32-bit flags	0x00200000
TypeDefId	“foreign” TypeDef token: hint of where this Type is defined in another module	0x(02)005678
TypeName	Name	“Cc”
TypeNamespace	Name, up to last “.”	“Aa.Bb”
Implementation	Where to find this Type’s definition. A coded index into File table, ExportedType table, TypeRef, AssemblyRef, or TypeSpec table.	0x(01)001234

In the above table, the flag information has been modified to identify an entry as a forwarder (e.g., as an entry which is invoking the resource forwarding feature described above). This can be achieved by adding a new bit (e.g., “tdForwarder”) with a specified value (e.g., 0x00200000) to indicate that this entry is a forwarder.

The implementation column holds a coded index that points to a row number 0x1234 in a TypeRef table (which is also part of the metadata produced by the compiler 308). The following table identifies exemplary contents of the TypeRef metadata:

**Table 2: TypeRef Table (0x01) in LibraryOld.dll**

Column	Meaning	Value
ResolutionScope	Index into Module, ModuleRef, AssemblyRef or TypeRef table	0x(23)0000AB
Name	Name	“Hh”
Namespace	Name, up to last “.”	“Ee.Ff.Gg”

The Namespace and Name columns specify the name of the moved type – in this case, “Ee.Ff.Gg.Hh.”

The value in the ResolutionScope column denotes an index into an AssemblyRef table (which is also part of the metadata produced by the compiler 308). Table 3 provides exemplary contents of an AssemblyRef Table:

**Table 3: AssemblyRef Table (0x23) in LibraryOld.Dll**

Column	Meaning	Value
Version	Major.Minor.Build.Revision (16 bits each)	
Flags	32-bit flags	
PublicKeyOrToken	Index into Blob heap	
Name	Index into String heap	“LibraryNew”
Culture	Index into String heap	
HashCode	Index into Blob heap	

1 The information provided in this table that is directly relevant to the resource forwarding  
2 feature is provided in the “Name” column. This column specifies the name of the target  
3 assembly.

4 Thus, to recap, the linked metadata identified in the above series of three tables  
5 indicates how to connect a type (such as class Aa.Bb.Cc) specified in an old assembly  
6 (such as LibraryOld.dll) to a potentially renamed type (such as class Ee.Ff.Gf.Hh) in a  
7 new assembly (such as LibraryNew.dll). This functionality is achieved, in part, by  
8 modifying the schema of the ExportedType table so that the coded index in its  
9 Implementation column can index a row in the TypeRef table, the AssemblyRef table or  
10 a TypeSpec table (not shown). (Note that the TypeSpec table generally indexes the  
11 specification of a type.)

12 In the example above, the ExportedType table makes reference to a location in the  
13 TypeRef table in order to forward the type Aa.Bb.Cc in assembly LibraryOld.dll to type  
14 Ee.Ff.Gg.Hh in assembly LibraryNew.dll. For cases where no renaming is involved, the  
15 ExportedType table can make reference to the AssemblyRef table (instead of the  
16 TypeRef table). For cases where the target type is a generic instantiated type, or a part-  
17 instantiated type, the ExportedType table can make reference to a TypeSpec table (rather  
18 than a TypeRef table). Generic types describe generalized features that can be  
19 customized to suit different applications. Consider the example in which the original  
20 type is specified as “A.B.C.” In this case, the forwarded-to type might have the format  
21 “X.Y.Z<object>.” Consider the example in which the original type is specified as  
22 “A.B.C<T>.” In this case, the forwarded-to type can have the format of  
23 “X.Y.Z<T, int>.”

24 Fig. 3 shows the production of a collection metadata tables 320 to illustrate the  
25 above-discussed concepts.

1           *Metadata API*

2           The .NET Framework also provides so-called metadata API used to perform  
3           various function in the compilation and execution of managed code. Exemplary methods  
4           involved are listed below:

```
5           DefineExportedType (szName, tkImplementation, tkTypeDef, dwFlags,  
6           *pmct)  
7           SetExportedTypeProps(ct, tkImplementation, tkTypeDef,  
8           dwExportedTypeFlags)  
9           GetExportedTypeProps(mdct, szName, cchName, *pchName,  
10           *ptkImplementation, *ptkTypeDef, *pdwExportedTypeFlags)  
11           EnumExportedTypes(*phEnum, rExportedTypes[], cMax, *pcTokens)  
12           FindExportedTypeByName(szName, tkEnclosingType, *ptkExportedType)
```

13           *CLR Loading and JIT Compilation*

14           Continuing with the flow of operations shown in Fig. 3, after the IL and metadata  
15           310 have been generated by the source code compiler 308, the loader/JIT component 312  
16           comes into play by loading this intermediate code and metadata 310 and converting it  
17           into platform-specific native code 314. This operation can be performed just prior to  
18           executing the code – hence the name “just-in-time” compilation. Generally, the metadata  
19           produced by the compiler 308 will provide the necessary linking between assemblies and  
20           between objects within individual assemblies. The format of the metadata, however, will  
21           closely conform to the format of any metadata produced by conventional compilers that  
22           do not support resource forwarding (e.g., which only allow for linking of objects within  
23           individual assemblies). Hence, the loader/JIT component 312 may be able to process the  
24           intermediate code and metadata 310 with targeted modification to its conventional  
25           approach. This modification can be implemented by the generically labeled logic 322

1 shown in Fig. 3. For instance, the logic 322 can provide functionality to handle  
2 forwarders, including multiple chained forwarders.

3 The loader/JIT component 312 generates the native code 314 by following the  
4 chain of forwarding references provided by the above-described resource forwarding to  
5 the end of the chain. That is, assume that a resource is defined via the following chained  
6 series of assemblies: assembly W to assembly X; assembly X to assembly Y; and  
7 assembly Y to assembly Z. In this case, the loader/JIT component 312 produces the  
8 native code 314 by following the above-identified chain.

9 Additional miscellaneous considerations are addressed in the remaining portions  
10 of this section.

11 *Visibility/Accessibility Considerations*

12 Changing the location of a type from one module to another may require a  
13 supplier to consider the effects that this revision will produce on the visibility and  
14 accessibility of the type. Generally speaking, visibility and accessibility are parameters  
15 that define the kinds of actions that can be performed on types and objects. For instance,  
16 a type with a “public” visibility status can be accessed by any entity that needs it; a type  
17 that has an “assembly” status can only be accessed by an entity that belongs to the same  
18 assembly as the type (this is referred to as “NotPublic” status in the CLR and “private”  
19 status in C#). In one exemplary implementation, in making use of resource forwarding, a  
20 supplier should obey the rules for backwards compatibility. That is, the supplier should  
21 not reduce the visibility of a type from public to non-public when making a revision  
22 involving the use of resource forwarding. Nor should the supplier reduce the  
23 accessibility of a member in the course of forwarding that member (e.g., by changing a  
24 method with family accessibility to a method with only assembly accessibility).

1 For example, consider the example where a supplier moves a public class  
2 Aa.Bb.Cc from assembly LibraryOld.dll to LibraryNew.dll, maintaining its public  
3 visibility. Further suppose that one of the class's methods, e.g., method "m," possesses  
4 assembly-level accessibility (e.g., what C# refers to as "internal" accessibility). In this  
5 case, the code in LibraryOld.dll that previously was able to access Aa.Bb.Cc.m by virtue  
6 of the fact that it was in the same assembly, can no longer access this class's method  
7 (because it is no longer in the same assembly).

8 There are various ways to address this issue. For instance, the supplier might  
9 move those types that access method m into the LibraryNew.dll as well. Or the supplier  
10 might widen the accessibility of method m to public status. Or the supplier might make  
11 assembly LibraryOld.dll declare assembly LibraryNew.dll to be a so-called CLR-Friend.  
12 In any event, the compilation process will signal any problems in compatibility pertaining  
13 to visibility and/or accessibility, giving a developer a chance to address these problems in  
14 one of the ways described above, or in some other manner.

15 *Reflection and Reflection.Emit*

16 Reflection and Reflection.Emit are features in the .NET Framework that allow a  
17 programmer to interact with metadata provided by the compiler 308. Generally, the  
18 resource forwarding described above is designed to revise assemblies without "breaking"  
19 existing applications. As such, in one exemplary implementation, functionality is  
20 provided for ensuring that the Reflection and Reflection.Emit operations work the same  
21 regardless of whether the assemblies contain forwarding or not. That is, this functionality  
22 should conceal from callers the fact that forwarders are being employed.

23 For example, the methods Assembly.GetTypes and Assembly.GetExportedTypes  
24 are designed to retrieve information from assemblies using the Reflection interface.  
25 When applied without modification to an assembly containing resource forwarding, these

1 methods will provide the actual types found in that scope, not including anything  
2 forwarded to another scope. However, these methods can be configured to also provide  
3 the forwarded type. This modification requires that Reflection conceal the use of  
4 resource forwarding from the user (so that the user is not aware that resource forwarding  
5 is being performed). (On the other hand, \*.GetType() methods will provide the  
6 forwarded type without modification.)

7 Various methods can be devised to provide the above-identified functionality.  
8 For example, an Assembly.GetForwardedTypes method can be provided that returns the  
9 type of all the forwarded types in a specified assembly. A Type.IsForwarder method can  
10 be provided that returns a “true” value if the identified type is being forwarded. A  
11 Type.Follow method can be provided that takes one step along a chain of forwarders,  
12 returning a type object.

13 *Debugging*

14 The use of resource forwarding may require modification to the debugging  
15 strategies typically applied in the .NET Framework environment. In one case, the CLR  
16 can be employed to debug APIs. Additional debuggers can be layered on top of the CLR  
17 analysis (such as Visual Studio Debugger) to provide literal information regarding  
18 perceived bugs in the IL and metadata. If these debuggers were created for the case of  
19 non-forwarding assemblies, then they may falsely indicate that instances of forwarded  
20 types represent error conditions. The analyst can take this into account when reviewing  
21 the output of such debuggers. In other implementations, a developer can specifically  
22 modify the metadata and/or the debuggers such that the debuggers do not falsely classify  
23 instances of resource forwarding as error conditions.

24

25

1                   **B. Exemplary Applications of Resource Forwarding**

2                   *Overview of Operation*

3                   Fig. 4 complements Fig. 2 by showing how resource forwarding can be used to  
4                   solve the problem identified in Fig. 2. This scenario divides the actors into supplier 402  
5                   and customer 404. However, the actions shown in Fig. 4 can be performed by any two  
6                   actors, or only one actor. For instance, a single entity can use the resource forwarding  
7                   feature to better manage the code modules that it produces and internally uses.

8                   In event 406, the supplier ships an assembly LibraryOld.dll 408 defining a class  
9                   type Aa.Bb.Cc to the customer. The supplier can use the following command-line script  
10                   to build LibraryOld.dll:

11                   csc /target:library LibraryOld.cs

12                   In event 408, the customer builds an application Appln.exe 410 that utilizes the  
13                   type Aa.Bb.Cc in LibraryOld.dll 408. The reference 412 links Appln.exe 410 to  
14                   LibraryOld.dll 408.

15                   In event 414, the supplier creates a new assembly, LibraryNew.dll 416, which will  
16                   now define the class type Aa.Bb.Cc instead of LibraryOld.dll. The supplier also modifies  
17                   LibraryOld.dll 408 so that it includes a forwarder 418 that will point to LibraryNew.dll  
18                   416. LibraryOld.dll 408 will also be modified so that it omits the definition of class  
19                   Aa.Bb.Cc. LibraryNew.dll 416 and modified LibraryOld 408 are shipped to the customer  
20                   as compiled code modules.

21                   In event 420, the customer's Appln.exe 410 uses the forwarder 418 to link  
22                   Appln.exe 410 to LibraryNew.dll 416 via LibraryOld.dll 408. That is, Appln.exe 410  
23                   accesses LibraryOld.dll 408 in a normal fashion as if this module contained the sought  
24                   after resources; but, by virtue of the above-described resource forwarding, Appln.exe 410  
25                   is directed to LibraryNew.dll 416. Thus, after receiving the updated/new modules from

1 the supplier (i.e., LibraryOld.dll 408 and LibraryNew.dll 416), the customer can continue  
2 to interact with Appln.exe 410 as if nothing had changed (e.g., without requiring any  
3 recompiling or modification of Appln.exe 410 on the part of the customer). Recall, by  
4 contrast, that in the scenario shown in Fig. 2, the customer would have been required to  
5 modify Appln.exe 212 in order for it to interact with LibraryNew 218.)

6 Resource forwarding need not conform to the chronology of events shown in Fig.  
7 4. For instance, suppose that Appln.exe 410 was originally built to interact with  
8 LibraryOld.dll 408, but now the supplier wants Appln.exe 410 to interact with another  
9 module that is currently available to the customer, such as LibraryOld2.dll (not shown).  
10 That is, the customer already has LibraryOld2.dll, but this module is not being used by  
11 Appln.exe 410. In this case, the supplier can ship the customer a new LibraryOld.dll that  
12 contains the necessary forwarding information (e.g., that links Appln.exe 410 with  
13 LibraryOld2.dll via LibraryOld.dll 408).

14 In one example, LibraryOld.dll 408 can be modified by the supplier so that it is  
15 emptied of all of its type definition contents, including class type Aa.Bb.Cc. In this case,  
16 LibraryOld.dll 408 is left virtually as an empty shell whose sole purpose is to direct  
17 Appln.exe 410 to LibraryNew.dll 416. In another case, the supplier only removes some  
18 of the type definitions from LibraryOld.dll 408, such as just class type Aa.Bb.Cc. In this  
19 case, Appln.exe 410 can continue to reference LibraryOld.dll 408 for other types besides  
20 Aa.Bb.Cc.

21 As will be appreciated from the above discussion, the use of type forwarders thus  
22 has the potential of gracefully allowing the customer's assemblies to evolve without  
23 manually attempting to change the couplings between assemblies upon each revision.  
24 This thus has the potential of providing a quicker, less burdensome, and more error-free  
25 technique for managing a library of assemblies.

1                    *The Case of Breaking a Library into Smaller Parts*

2                    Figs. 5-9 show additional examples of different scenarios in which resource  
3                    forwarding can be applied. For instance, Fig. 5 shows a common case 500 in which the  
4                    supplier has broken up an assembly LibraryOld.dll 502 that previously contained the type  
5                    class Aa.Bb.Cc into two new assemblies, LibraryNew1.dll 504 and LibraryNew2.dll 506.  
6                    In this exemplary case 500, assume that LibraryNew1.dll 504 now contains the class  
7                    Aa.Bb.Cc. A supplier might have decided to do this because LibraryOld.dll 502 became  
8                    too large and unwieldy to use as a single assembly, or based on other motivations.  
9                    Resource forwarding comes into play here by linking Appln.exe 508 to LibraryNew1.dll  
10                    504 via the preexisting referencing information 510 in Appln.exe 508 and a forwarder  
11                    512 inserted in LibraryOld.dll 502. It should be noted that LibraryOld.dll 502 as it  
12                    appears in Fig. 5 reflects the modified version of this module (that includes the forwarder  
13                    512), rather than the original version (that did not contain the forwarder 512).

14                    *The Case of Renaming*

15                    Fig. 6 shows a case 600 that involves renaming of a type (in addition to moving  
16                    the type from one assembly to another). In this case 600, an application Appln.exe  
17                    assembly 602 references LibraryOld.dll 604 using referencing information 606.  
18                    LibraryOld.dll 604 forwards Appln.exe 602 to LibraryNew1.dll 608 via forwarder 610.  
19                    The forwarder 610 specifies the identity of the new assembly LibraryNew1.dll 608. In  
20                    addition, the forwarder 610 specifies that the class Aa.Bb.Cc being sought by Appln.exe  
21                    602 is now named Ee.Ff.Gg.Hh. This is thus a case where the namespace is updated (to  
22                    Ee.Ff.Gg) in addition to the name of the class (Hh). The Forwarder 610 can also rename  
23                    the requested class without directing Appln.exe 602 to another assembly.

24                    Generally, the resource forwarding functionality allows a user to rename types on  
25                    a type-by-type basis by associating a *ForwardTypeAttribute* attribute with each type to be

1 renamed (and/or moved) in the source code. Upon compiling, this will result in a  
2 corresponding renaming or relocating entry in the ExportedType table. In some cases,  
3 users may want to relocate entire namespaces at a time. For example, a user may want to  
4 move all the types in namespace Aa.Bb to namespace Aa.Xx. This can be performed  
5 using the above-described resource forwarding by requiring the user to attach a  
6 ForwardTypeAttribute attribute to every type defined in the identified namespace (i.e.,  
7 namespace Aa.Bb). In another implementation, the resource forwarding functionality can  
8 be modified to allow users to modify the name spaces *en bloc*. This can be performed by  
9 providing a compiler that supports attaching a pseudo-attribute to namespaces, e.g., as  
10 exemplified by the following code:

```
11     namespace Aa { [ForwardTypeAttribute(NewName = "Xx", NewAssembly =
12         "OverThere")]
13
14         namespace Bb {
15
16             . . .
17
18         }
19
20     }
```

21 In one exemplary implementation, the compiler (or migration tool) would parse this  
22 attribute, now qualifying a namespace, and emit the multiple, real, ForwardTypeAttribute  
23 attributes for each type in the namespace Aa.Bb.

24 On the other hand, a user may wish to disable renaming support in some cases.  
25 One way of accomplishing this is to assign private status to the NewName property in the  
ForwardTypeAttribute class.

#### 26 *The Case of Chained Forwarders*

27 Fig. 7 shows a case 700 that involves the use of multiple forwarders. In this case  
28 700, Appln.exe 702 needs to interact with the class Aa.Bb.Cc. This class was originally  
29 present in LibraryOld.dll 704, and then later moved to LibraryNew1.dll 706, and still

1 later moved to LibraryNew2.dll 708. In this scenario, reference information 710  
2 associated with Appln.exe 702 identifies LibraryOld.dll 704 as containing the requested  
3 class. Forwarder1 712 in LibraryOld.dll 704 identifies LibraryNew1.dll 706 as  
4 containing the requested class. In turn, Forwarder2 714 in LibraryNew1.dll 706  
5 identifies LibraryNew2.dll 708 as containing the requested class. In this manner, a  
6 customer's library of assemblies can gracefully evolve to address successive revisions  
7 over time. Fig. 7 shows the case where two revisions were made: a first involving the  
8 creation of LibraryNew1.dll 706 and the modification of LibraryOld.dll 704 to include  
9 forwarder1, and a second involving the creation of LibraryNew2.dll 708 and the  
10 modification of LibraryNew1.dll 706 to include forwarder2. Additional chained  
11 assemblies and associated forwarders can be used to identify the class. However, the  
12 chain of referencing forwarders should not form a loop, as this will produce an error in  
13 the compilation process. Looping occurs when an assembly references a prior assembly  
14 in the chain, causing the referencing to form a loop with no terminus.

15 *The Case of Multi-Module Assemblies*

16 Fig. 8 shows a case 800 where the forwarding and receiving assemblies each  
17 include multiple modules, instead of just one (as in the previous examples). Namely, a  
18 first "A" assembly includes a main module A.dll 802, and two related modules, A1.dll  
19 804 and A2.dll 806. A second "B" assembly includes a main module B.dll 808, and two  
20 related modules B1.dll 810 and B2.dll 812. Presume that Appln.exe 814 seeks to  
21 reference a class X that was previously stored in module A2.dll 806, but that is now  
22 stored in B1.dll 810, and has been renamed as class Y. To provide the necessary linking,  
23 a forwarder 818 in A.dll 802 identifies B.dll 808 as containing the requested class X (now  
24 renamed as class Y). (In other words, the TypeDef would be in B1.dll 810, but outside  
25 assemblies, such as A.dll 802, point to it, via the assembly B.dll 808 that holds module

1 B1.dll 810. This causes B.dll 808 to be loaded. If X is public, B.dll 808 will have a non-  
2 forwarder ExportedType pointing to B1.dll 810; but if X is not public, the type would fail  
3 to load when an outside assembly asked for it.) Otherwise, forwarding is applied to the  
4 multi-module environment in much the same manner that it is applied in the single-  
5 module environment.

6 More specifically, for simplicity, suppose that the code sources for each module  
7 match their name. For example, A1.cs holds the source code for A1.dll. The required  
8 changes to the source code to affect this resource forwarding are generally the same as  
9 specified above for the single-module assembly case. For instance, the source code for  
10 A2.cs can have the following content to produce the desired type forwarding:

```
11  
12     // File:  A2.cs  
13  
14     // Version: 2.0  
15  
16     [assembly:ForwardTypeAttribute(OldName = "X",  NewName = "Y",  
17     NewAssembly = "B")]  
18
```

17 And the source code for B1.cs can have the definition for type Y:

```
18  
19     // File:  B1.cs  
20  
21     // Version: 2.0  
22  
23     public class Y {  
24  
25         // definition of fields, methods, properties, events, etc  
26     }
```

24 Based on these files, the compiler 308 can generate metadata, and, in particular,  
25 ExportedType tables, to generate intermediate code having the necessary linking

1 information. That is, the compiler 308 creates an ExportedType table for the main  
2 module of the assembly in the manner described above. But in the present case, the  
3 operation additionally includes “hoisting” the ForwardTypeAttribute attributes from  
4 subsidiary modules as well. In other words, a copy of each of the forwarder  
5 ExportedTypes from subsidiary modules is provided in the respective main modules of  
6 the assemblies. By virtue of this, the ForwardTypeAttribute attributes are effectively  
7 copied to the main modules.

8 The above-described operations will affect the metadata contents as follows. In  
9 the case of the main module (A.dll 802), the ExportedType table will replace the “export”  
10 row with a “forwarder” row for type X. In the case of module A2.dll 806, the custom  
11 attribute will include the ForwardTypeAttribute attribute, which gets “hoisted” into A.dll  
12 802’s ExportedType table. In the case of the module B1.dll 810, the TypeDef parameter  
13 will include the definition of class Y. In the case of B1.dll 810, FieldDef, MethodDef,  
14 etc. tables are also affected in an appropriate manner.

15 *The Case of Multiple Application Revisions*

16 The above examples provided isolated cases involving different respective  
17 forwarding scenarios. However, an actual programming environment may involve  
18 various combinations of the above-described scenarios to provide a tree of linked  
19 assemblies. Fig. 9 illustrated one such case 900 involving the use of a combination of  
20 linking techniques. Namely, Fig. 9 shows three versions of Appln.exe developed at  
21 different successive times – namely, Appln.exe (v1) 902, Appln.exe (v2) 904, and  
22 Appln.exe (v3) 906. Appln.exe (v1) 902 originally referenced assembly A.dll (v1) 908  
23 via referencing information 910 to obtain a needed class X.

24 In the second version (v2), the supplier decided to move type X into a new  
25 assembly, B.dll (v2) 912. This also required modification of the A.dll assembly by

1 adding a forwarder 914 to produce A.dll (v2) 916. Accordingly, the Appln.exe (v1) 902  
2 can successfully interact with both A.dll (v1) 908 and B.dll (v2) 912 (via A.dll v2 916).

3 Assume, however, that the customer decides to rebuild Appln.exe (v1) 902 to  
4 produce the Appln.exe (v2) 904. In this process, the compiler may generate a shortcut  
5 which directly couples Appln.exe 904 to the assembly containing the type X it needs,  
6 namely B.dll (v2) 912. This shortcut is shown by the line in Fig. 9 that directly couples  
7 Appln.exe (v2) 904 with B.dll 912 (using TypeRef referencing information 918). In this  
8 case, Appln (v2) 904 will correctly interact with B.dll (v2) 912, (and possibly with A.dll  
9 (v2) 916 for access to resources other than Type X).

10 In the third version (v3), the supplier decides to again move type X into a new  
11 assembly, C.dll (v3) 920. In order to maintain Appln.exe (v1) 902, the supplier modifies  
12 A.dll by adding a forwarder 922 to class X (contained in C.dll 920) to produce A.dll (v3)  
13 924. In order to maintain Appln.exe (v2) 904, the supplier modifies B.dll by adding a  
14 forwarder 926 to class X (contained in C.dll 920) to produce B.dll (v3) 928.

15 The customer may at some point decide to rebuild Appln.exe (v2) 904 yet again  
16 to produce the Appln.exe (v3) 906. In this process, the compiler may generate a shortcut  
17 which directly couples Appln.exe (v3) 906 to the assembly now containing the type X it  
18 needs, namely C.dll (v3) 920. This shortcut is shown by the line in Fig. 9 that directly  
19 couples Appln.exe (v3) 906 with C.dll 920 via referencing information 930.

20 In the above-indicated revisions, the customer should use a version of the  
21 compiler 308 that is specifically adapted to handle the presence of resource forwarders.  
22 The use of a compiler that is not so configured will produce an error. For instance, this  
23 compiler may indicate that it has failed to compile the Appln.cs file because the compiler  
24 detects that an assembly embeds metadata whose schema version is higher than it  
25 “understands.” Alternatively, this compiler can signal an error by outputting a message

1 such as “Appln.cs: error CS0246: The Type or namespace name “X” could not be found  
2 (are you missing a using directive or an assembly reference?).”

3 As an aside, the customer can also use a Native Image Generator (NGEN) to  
4 convert the IL and metadata to native code without using the piecemeal runtime  
5 approach. In generating the native code, NGEN can generate shortcuts in a similar  
6 manner to that described above.

7 *The Case of Nested Types*

8 Source code can be written such that types are embedded within types in a nested  
9 relationship. In this case, the compiler 308 can also emit forwarders for all of the nested  
10 types into the ExportedType table. For example, consider the case where a class  
11 “Aa.Encloser” encloses a class “Nested.” Presume further that the class Aa. Encloser is  
12 forwarded from assembly A to assembly B without renaming the classes. An exemplary  
13 resultant ExportedType table produced by the compiler 308 in this scenario is as follows:

14  
15  
16  
17  
18  
19  
20  
21  
22  
23  
24  
25

**Table 4: ExportedType Table (0x27) in Assembly “A”**

Column	Meaning	Row for Encloser	Row for Nested
Flags	32-bit flags	0x00200000	0x00200000
TypeDefId	“foreign” TypeDef token: hint of where this Type is defined in another module	0x(02)005678	0x(02)005679
TypeName	Name	“Encloser”	“Nested”
TypeNamespace	Name, up to last “.”	“Aa”	“”
Implementation	Where to find this Type’s definition. A coded index into File table, ExportedType table, TypeRef, AssemblyRef, or TypeSpec table.	0x(23)001234	0x(23)001234

In this table, the Flags column for both rows (e.g., one row for “Encloser” and another row for “Nested” class) has the tdForwarder bit set. Also, the namespace for all nested types is left blank. Both rows index the same row (number 0x1234) in the AssemblyRef table. (Also note that this example demonstrates the referencing of an AssemblyRef table in the Implementation column, instead of a TypeRef table, as in the previous example given in Section A. This table can specify the AssemblyRef table because no renaming is involved, so it is possible to “skip” reference to an intermediate TypeRef table.)

Exemplary contents of the AssemblyRef table are shown below:

**Table 5: AssemblyRef Table (0x23) in Assembly “A”**

Column	Meaning	Value
Version	Major.Minor.Build.Revision (16 bits each)	
Flags	32-bit flags	
PublicKeyOrToken	Index into Blob heap	
Name	Index into String heap	“B”
Culture	Index into String heap	
HashCode	Index into Blob heap	

In this example, all nested types are forwarded to the same assembly as their containing type (that is, the type that “encloses” the nested types). Thus, one `ForwardTypeAttribute` attribute can be applied to the encloser type to specify the linking information for all of the types embedded within this encloser type. The compiler 308 will interpret this single `ForwardTypeAttribute` attribute as applying to all embedded types. However, in other implementations, it is possible to direct types to different assemblies within the same encloser type, in which case, each type should receive its own forwarder.

### *Application to Other Kinds of Resources*

Although the above examples described how to forward the definition of a class, the resource forwarding strategy applies to any kind of type defined by the CTS of the .NET Framework, including, but not limited to, interface types, value types, enum types, delegate types, generic types, etc. In another implementation, the resource forwarding can also be extended to provide forwarding of other resources specified within the .NET Framework. Also, as mentioned above, the .NET environment is merely one application of the resource forwarding concept; the principles described here can be broadly applied

1 in any environment in which one code module needs to reference resources in another  
2 code module for any reason. Further, application of the forwarding strategy is not  
3 restricted to the virtual machine environment.

5 **C. Method of Operation**

6 *Overview of Method*

7 Fig. 10 shows an overview of one general application of the resource forwarding  
8 strategy described above. In the process 1000 shown in this figure, step 1002 entails  
9 producing a first version of an assembly M1, such as LibraryOld.dll. This assembly M1  
10 may be designed to interact with an already existing application (e.g., Appln.exe), or a  
11 customer may later design an application to interact with this assembly.

12 Step 1004 entails producing another assembly M2, such as LibraryNew.dll. A  
13 supplier may generate and supply this second module M2 based on one or more  
14 considerations. For instance, the supplier may wish to break up LibraryOld.dll because it  
15 has become too large. Or the supplier may wish to remove certain types from  
16 LibraryOld.dll (to produce LibraryNew.dll) to leave LibraryOld.dll (and/or  
17 LibraryNew.dll) with only one kind of type.

18 Step 1006 entails modifying the first version of the assembly M1 (LibraryOld.dll)  
19 such that it references the assembly M2 LibraryNew.dll. This operation produces a  
20 second version of the assembly M1 (LibraryOld.dll). This modification can entail adding  
21 a forwarder (e.g., the `ForwardTypeAttribute` attribute) in the source code of  
22 LibraryOld.dll to produce the second version. Upon compiling, this attribute will  
23 generate necessary linking data in the metadata.

24 Step 1008 entails compiling the source code for the assemblies (LibraryOld.dll  
25 and LibraryNew.dll) to provide intermediate code and metadata. The forwarders in the

1 source code result in forwarding information specified in the metadata. In particular, the  
2 forwarding information can be specified in an ExportedType table, which can make  
3 reference to a TypeRef table, an AssemblyRef table, and/or a TypeSpec table.

4 Step 1010 entails converting the intermediate code and metadata into native code  
5 that is adapted to run on a specified computing platform.

6 And Step 1012 entails running the application using the native code produced in  
7 step 1010.

8 *Performance Considerations*

9 The above-described modifications to the metadata structure and loader code do  
10 not reduce performance to a significant extent. Consider, for example, the case where  
11 resource forwarding is employed to move the definition of class Aa.Bb.Cc from assembly  
12 LibraryOld.dll to assembly LibraryNew.dll. This results in no net change in storage  
13 requirements. Next, consider the case where a forwarder row is inserted into the  
14 ExportedType table, and a row is inserted in the TypeRef table. This incurs the following  
15 memory costs:

16 ExportedType: 20 bytes + size of full type name; and

17 TypeRef: 12 bytes + size of new full type name (if no rename, then the metadata  
18 engine interns to the original string, with no duplicated cost).

19 These are worst-case scenarios; they assume that the forwarding assembly is  
20 large, so that metadata indexes occupy 4 bytes each, rather than 2. There are other costs  
21 associated with scoping AssemblyRef, but these are amortized over multiple forwarders,  
22 so these are not counted in the per-forwarder cost.

23 Therefore, for the above example, forwarding Aa.Bb.Cc from assembly  
24 LibraryOld.dll to assembly LibraryNew.dll costs about 35 bytes (for “Cc,” since it is  
25 likely that namespace “Aa.Bb” is referenced many times in the string heap). Renaming

1 to “Ee.Ff.Gg.Hh” incurs a further 3 bytes (for “Hh,” again assuming amortizing storage  
2 of the “Ee.Ff.Gg” namespace applies).

3

4 **D. Exemplary Computer Environment**

5 Fig. 11 provides information regarding a computer environment 1100 that can be  
6 used to implement any of the processing functions described in the proceeding sections,  
7 such as various compilation operations provided by the source code compiler 308 and/or  
8 the loader/JIT component 312.

9 The computing environment 1100 includes the general purpose computer 1102  
10 and the display device 1104 discussed in the context of Fig. 1. However, the computing  
11 environment 1100 can include other kinds of computer and network architectures. For  
12 example, although not shown, the computer environment 1100 can include hand-held or  
13 laptop devices, set top boxes, programmable consumer electronics, mainframe  
14 computers, gaming consoles, etc. Further, Fig. 11 shows elements of the computer  
15 environment 1100 grouped together to facilitate discussion. However, the computing  
16 environment 1100 can employ a distributed processing configuration. In a distributed  
17 computing environment, computing resources can be physically dispersed throughout the  
18 environment.

19 Exemplary computer 1102 includes one or more processors or processing units  
20 1106, a system memory 1108, and a bus 1110. The bus 1110 connects various system  
21 components together. For instance, the bus 1110 connects the processor 1106 to the  
22 system memory 1108. The bus 1110 can be implemented using any kind of bus structure  
23 or combination of bus structures, including a memory bus or memory controller, a  
24 peripheral bus, an accelerated graphics port, and a processor or local bus using any of a  
25 variety of bus architectures. For example, such architectures can include an Industry

1 Standard Architecture (ISA) bus, a Micro Channel Architecture (MCA) bus, an Enhanced  
2 ISA (EISA) bus, a Video Electronics Standards Association (VESA) local bus, and a  
3 Peripheral Component Interconnects (PCI) bus also known as a Mezzanine bus.

4 Computer 1102 can also include a variety of computer readable media, including  
5 a variety of types of volatile and non-volatile media, each of which can be removable or  
6 non-removable. For example, system memory 1108 includes computer readable media in  
7 the form of volatile memory, such as random access memory (RAM) 1112, and non-  
8 volatile memory, such as read only memory (ROM) 1114. ROM 1114 includes an  
9 input/output system (BIOS) 1116 that contains the basic routines that help to transfer  
10 information between elements within computer 1102, such as during start-up. RAM 1112  
11 typically contains data and/or program modules in a form that can be quickly accessed by  
12 processing unit 1106.

13 Other kinds of computer storage media include a hard disk drive 1118 for reading  
14 from and writing to a non-removable, non-volatile magnetic media, a magnetic disk drive  
15 1120 for reading from and writing to a removable, non-volatile magnetic disk 1122 (e.g.,  
16 a "floppy disk"), and an optical disk drive 1124 for reading from and/or writing to a  
17 removable, non-volatile optical disk 1126 such as a CD-ROM, DVD-ROM, or other  
18 optical media. The hard disk drive 1118, magnetic disk drive 1120, and optical disk drive  
19 1124 are each connected to the system bus 1110 by one or more data media interfaces  
20 1128. Alternatively, the hard disk drive 1118, magnetic disk drive 1120, and optical disk  
21 drive 1124 can be connected to the system bus 1110 by a SCSI interface (not shown), or  
22 other coupling mechanism. Although not shown, the computer 1102 can include other  
23 types of computer readable media, such as magnetic cassettes or other magnetic storage  
24 devices, flash memory cards, CD-ROM, digital versatile disks (DVD) or other optical  
25 storage, electrically erasable programmable read-only memory (EEPROM), etc.

1           Generally, the above-identified computer readable media provide non-volatile  
2 storage of computer readable instructions, data structures, program modules, and other  
3 data for use by computer 1102. For instance, the readable media can store the operating  
4 system 1130, one or more application programs 1132, the compilation logic shown in Fig.  
5 3, other program modules 1134, and program data 1136.

6           The computer environment 1100 can include a variety of input devices. For  
7 instance, the computer environment 1100 includes the keyboard 1138 and a pointing  
8 device 1140 (e.g., a "mouse") for entering commands and information into computer  
9 1102. The computer environment 1100 can include other input devices (not illustrated),  
10 such as a microphone, joystick, game pad, satellite dish, serial port, scanner, card reading  
11 devices, digital or video camera, etc. Input/output interfaces 1142 couple the input  
12 devices to the processing unit 1106. More generally, input devices can be coupled to the  
13 computer 1102 through any kind of interface and bus structures, such as a parallel port,  
14 serial port, game port, universal serial bus (USB) port, etc.

15           The computer environment 1100 also includes the display device 1104. A video  
16 adapter 1144 couples the display device 1104 to the bus 1110. In addition to the display  
17 device 1104, the computer environment 1100 can include other output peripheral devices,  
18 such as speakers (not shown), a printer (not shown), etc.

19           Computer 1102 can operate in a networked environment using logical connections  
20 to one or more remote computers, such as a remote computing device 1146. The remote  
21 computing device 1146 can comprise any kind of computer equipment, including a  
22 general purpose personal computer, portable computer, a server, a router, a network  
23 computer, a peer device or other common network node, etc. Remote computing device  
24 1146 can include all of the features discussed above with respect to computer 1102, or  
25 some subset thereof.

1 Any type of network can be used to couple the computer 1102 with remote  
2 computing device 1146, such as a local area network (LAN) 1148, or a wide area  
3 network (WAN) 1150 (such as the Internet). When implemented in a LAN networking  
4 environment, the computer 1102 connects to local network 1148 via a network interface  
5 or adapter 1152. When implemented in a WAN networking environment, the computer  
6 1102 can connect to the WAN 1150 via a modem 1154 or other connection strategy.  
7 The modem 1154 can be located internal or external to computer 1102, and can be  
8 connected to the bus 1110 via serial I/O interfaces 1156 or other appropriate coupling  
9 mechanism. Although not illustrated, the computing environment 1100 can provide  
10 wireless communication functionality for connecting computer 1102 with remote  
11 computing device 1146 (e.g., via modulated radio signals, modulated infrared signals,  
12 etc.).

13 In a networked environment, the computer 1102 can draw from program modules  
14 stored in a remote memory storage device 1158. Generally, the depiction of program  
15 modules as discrete blocks in Fig. 11 serves only to facilitate discussion; in actuality, the  
16 programs modules can be distributed over the computing environment 1100, and this  
17 distribution can change in a dynamic fashion as the modules are executed by the  
18 processing unit 1106.

19 Wherever physically stored, one or more memory modules 1108, 1122, 1126,  
20 1158, etc. can be provided to store the compilation operations described in Fig. 3.

21  
22 Although the invention has been described in language specific to structural  
23 features and/or methodological acts, it is to be understood that the invention defined in  
24 the appended claims is not necessarily limited to the specific features or acts described.  
25

1 Rather, the specific features and acts are disclosed as exemplary forms of implementing  
2 the claimed invention.  
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